

Amendments To The Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Previously Presented) A method of playing a gaming machine, comprising:
receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a tangible sweepstakes entry form from the gaming machine in response to the selected outcome being a predetermined one or more of the plurality of possible outcomes;
completing the tangible sweepstakes entry form manually with identifying indicia;
submitting the sweepstakes entry form to enter the sweepstakes without involving the gaming machine; and
conducting the sweepstakes after the sweepstakes entry form is dispensed from the gaming machine.
2. (Canceled)
3. (Previously Presented) The method of claim 1, wherein the predetermined one or more of the plurality of possible outcomes are associated with the monetary payout exceeding a predetermined threshold.
4. (Previously Presented) The method of claim 1, wherein the predetermined one or more of the plurality of possible outcomes are associated with the monetary payout below a predetermined threshold.
- 5–13. (Canceled)

14. (Previously Presented) A method of playing a gaming machine, comprising:
receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes;
representing the selected outcome on a visual display;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a tangible sweepstakes entry form from the gaming machine in response to the
selected outcome being a predetermined one or more of the plurality of possible
outcomes;
completing the tangible sweepstakes entry form manually with identifying indicia;
submitting the sweepstakes entry form to enter the sweepstakes without involving the
gaming machine; and
conducting the sweepstakes after the sweepstakes entry form is dispensed from the
gaming machine.

15. (Canceled)

16. (Previously Presented) The method of claim 14, wherein the predetermined one or more
of the plurality of possible outcomes are associated with the monetary payout exceeding a
predetermined threshold.

17. (Canceled)

18. (Previously Presented) A gaming machine, comprising:
a credit receiving mechanism for receiving a wager to initiate play of a game on the
gaming machine;
a central processing unit for randomly selecting an outcome for the game from a plurality
of possible outcomes;
means for awarding a monetary payout from the gaming machine for a winning outcome;
a dispenser for dispensing a tangible sweepstakes entry form in response to the selected
outcome being a predetermined one or more of the plurality of possible outcomes;

means for completing the tangible sweepstakes entry form manually with identifying indicia; and

means for submitting the sweepstakes entry form to enter a sweepstakes without involving the gaming machine, the sweepstakes being conducted after the sweepstakes entry form is dispensed from the gaming machine.

19. (Canceled)

20. (Previously Presented) The gaming machine of claim 18, wherein the predetermined one or more of the plurality of possible outcomes are associated with the monetary payout exceeding a predetermined threshold.

21. (Previously Presented) The gaming machine of claim 18, wherein the predetermined one or more of the plurality of possible outcomes are associated with the monetary payout below a predetermined threshold.

22–26. (Canceled)

27. (Previously Presented) A method of playing a gaming machine, comprising:
receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes, the plurality of possible outcomes having a plurality of possible winning outcomes;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a tangible sweepstakes entry form from the gaming machine in response to at least one winning outcome from the plurality of possible winning outcomes;
completing the tangible sweepstakes entry form manually with identifying indicia;
submitting the sweepstakes entry form to enter the sweepstakes without involving the gaming machine; and
conducting the sweepstakes after the sweepstakes entry form is dispensed from the gaming machine.

28. (Previously Presented) A method of playing a gaming machine, comprising:
receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes, the
plurality of possible outcomes having a plurality of possible winning outcomes;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a tangible sweepstakes entry form from the gaming machine in response to a
predetermined number of plays associated with a predetermined game outcome;
completing the tangible sweepstakes entry form manually with identifying indicia;
submitting the sweepstakes entry form to enter the sweepstakes without involving the
gaming machine; and
conducting the sweepstakes after the sweepstakes entry form is dispensed from the
gaming machine.
29. (Previously Presented) The method as described in claim 28, wherein the predetermined
game outcome is not one of the plurality of possible winning game outcomes.
30. (Previously Presented) The method as described in claim 28, wherein the predetermined
game outcome is one of the plurality of possible winning game outcomes.
31. (Previously Presented) A method of playing a gaming machine, comprising:
receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes, the
plurality of possible outcomes having a plurality of possible winning outcomes;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a tangible sweepstakes entry form from the gaming machine in response to
exceeding a predetermined wager;
completing the tangible sweepstakes entry form manually with identifying indicia;
submitting the sweepstakes entry form to enter the sweepstakes without involving the
gaming machine; and

conducting the sweepstakes after the sweepstakes entry form is dispensed from the gaming machine.

32. (Previously Presented) A method of playing a gaming machine, comprising:
receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes, the plurality of possible outcomes having a plurality of possible winning outcomes;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a tangible sweepstakes entry form from the gaming machine in response to wagering on all available pay lines;
completing the tangible sweepstakes entry form manually with identifying indicia;
submitting the sweepstakes entry form to enter the sweepstakes without involving the gaming machine; and
conducting the sweepstakes after the sweepstakes entry form is dispensed from the gaming machine.
33. (Previously Presented) A method of playing a gaming machine, comprising:
receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes, the plurality of possible outcomes having a plurality of possible winning outcomes;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a tangible sweepstakes entry form from the gaming machine in response to predetermined player tracking information criteria;
completing the tangible sweepstakes entry form manually with identifying indicia;
submitting the sweepstakes entry form to enter the sweepstakes without involving the gaming machine; and
conducting the sweepstakes after the sweepstakes entry form is dispensed from the gaming machine.
34. (Previously Presented) A method of playing a gaming machine, comprising:

receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes, the
plurality of possible outcomes having a plurality of possible winning outcomes;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a tangible sweepstakes entry form from the gaming machine at a
predetermined time of day;
completing the tangible sweepstakes entry form manually with identifying indicia;
submitting the sweepstakes entry form to enter the sweepstakes without involving the
gaming machine; and
conducting the sweepstakes after the sweepstakes entry form is dispensed from the
gaming machine.

35. (Previously Presented) The method as described in claim 34, further comprising requiring credits on the gaming machine prior to dispensing the tangible sweepstakes ticket.
36. (Previously Presented) The method as described in claim 34, further comprising requiring the gaming machine to register a player tracking card before dispensing the tangible sweepstakes entry form.
37. (New) A method of playing a gaming machine, comprising:
receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes, the
plurality of possible outcomes having a plurality of possible winning outcomes;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a sweepstakes entry form from the gaming machine in response to the selected
outcome being a predetermined one or more of the plurality of possible outcomes;
completing the sweepstakes entry form via a web site on an Internet with identifying
indicia on an electronic sweepstakes entry form;
submitting the electronic sweepstakes entry form via the web site on the Internet to enter
the sweepstakes without involving the gaming machine; and

conducting the sweepstakes after the sweepstakes entry form is dispensed from the gaming machine.

38. (New) The method of claim 37, wherein the web site has a security access code for allowing access to the website.

39. (New) A method of playing a gaming machine, comprising:
receiving a wager to initiate play of a game on the gaming machine;
randomly selecting an outcome for the game from a plurality of possible outcomes, the plurality of possible outcomes having a plurality of possible winning outcomes;
awarding a monetary payout from the gaming machine for a winning outcome;
dispensing a tangible sweepstakes entry form from the gaming machine in response to a predetermined frequency of plays associated with a predetermined number of plays of the game over a predetermined time period;
completing the tangible sweepstakes entry form manually with identifying indicia;
submitting the sweepstakes entry form to enter the sweepstakes without involving the gaming machine; and
conducting the sweepstakes after the sweepstakes entry form is dispensed from the gaming machine.